

DEFINING THE FUTURE

The MUDEM Simulation Model Design and Application

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MUDEM...

- Is Manpower and Unit Deployment Execution Model
- Is a discrete-event system simulation of units serving routine and contingency demands
- Deals with scripted (deterministic) demands
- Makes dynamic unit deployment decisions
- Was developed for USMC, PA&E to support POM-06
- Was developed and is maintained by Northrop Grumman IT, McLean, VA



System modeled

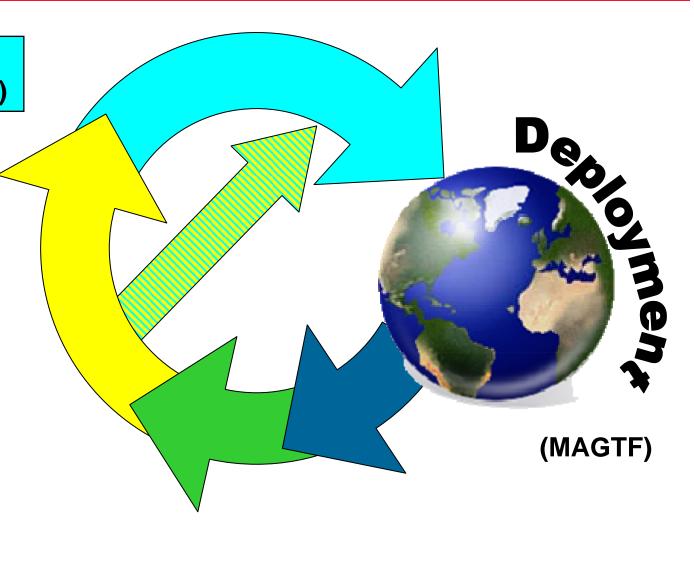
Pre-deployment training (MAGTF)

Reserve activation

Unit training

Stand down

Tether





System modeled

- USMC units & personnel rotate through several states
- A number of routine deployments requirements
 - UDP to PACOM
 - MEUs to PACOM and EUCOM
 - Aircraft squadrons
- One-time contingency demands
- Choose units to task organize and deploy based on a number of readiness factors and coordination with other units status
- Reserve units activation and deployment
- Real system uses doctrine and human judgment



Design principles

MOE's

- Key MOE was unit deployment tempo (by unit type)
- PERSTEMPO (by MOS) an increasing priority

Typical runs

- Add, subtract, or change units
- Tweak parameters of deployments
- New contingency

Data driven

- Keep user in familiar environment: Excel
- Generalize logic in model

Modular

Maintenance and extensibility



Model entities

Units

- Identified by UIC
- UTC, "pool", parent UIC
- Task Forces
 - Collection of units
 - Associated with a particular demand
- Pools habitual relationships (not doctrine)
- Other important items
 - Demand signal
 - Task force designs
 - Unit orders



Model processes

- At home processes: training, tether, stand down
 - Interruptible delay and data collection
- Deployment: delay and data collection
- Initialization of units and task forces
- Demand signal and unit selection
- Task force batching and unbatching
- Reserve activation





Resolution

- UTC DEPTEMPO +/- 2 month
 - Individual unit DEPTEMPO skewed by selection algorithm
 - For USMC, company and det. sized units
- MOS PERSTEMPO +/- 4 months
 - MOS's tracked based on UTC staffing and fixed pool size
 - Personnel do not affect readiness calculations
 - Limit 100 critical MOS's
- Time compression: 5 model years in 15 minutes
 - Longer runs preferred: sampling bias
 - Intense initialization processing 20 MY in 30 min



MSOffice2 fix these numbers

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Data requirements and outputs

Input

- Unit list
- Initial task forces
- Demands
 - Location
 - Duration
 - Priority
- Task force designs
 - Unit types
 - Required training time
- MOS staffing and pool size
- Reserve activation criteria
- Simulation run time, etc.

Output

- Detailed unit status history
- Total unit deployment time
- Task forces assembled
- Demand signals not met
- MOS PERSTEMPO



Future uses and developments

- Formal V&V ongoing
- **Analytic tasks**
 - 202,000 end-strength deliberations
 - Dwell time examinations
 - Force sufficiency against demand signal
- User interface
 - Ongoing: Data input/manipulation application
 - Ongoing: Rapid reporting application
- Simulation model refinements
 - Stochastic demands, deployment time, etc
 - Additional personnel detail (for unit level entities)
 - New model with personnel entities

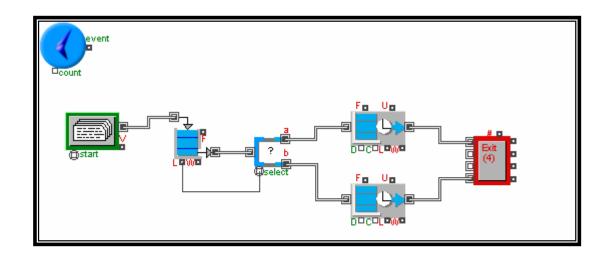


Questions & back-up slides



Extend Environment

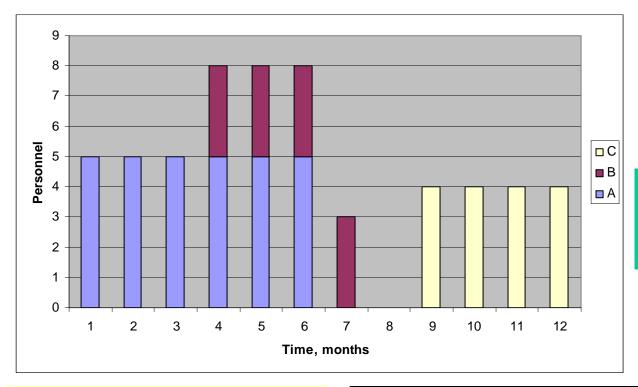
- Discrete event simulation engine
- Libraries of blocks (sub-processes)
- Blocks connected in GUI to define logic
- Ability to develop blocks and modify existing
- Fast internal database
- Compare to Arena
- Demo: www.imaginethatinc.com





PERSTEMPO MOE calculation

 Person-days of required deployment divided by possible person-days of deployment (by MOS)



Suppose there are 15 people in this MOS

Unit A: 5 Pers @ 6 months

Unit B: 3 Pers @ 4 months

Unit C: 4 Pers @ 4 months

58 pers-month/180 pers-month = 0.322



MUDEM data intensity

- 25+ tables
- Relationships require entries to match from a list
- Model requires particular sorting
- Pushed utility of Excel interface to its limits
- Model developer and data developer nearly equally tasked

